

IN THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

- 1 1. (Previously Presented) A method for processing referenced objects,
2 comprising:
3 referencing an object by selected indicia, the selected indicia being a name, a
4 globally-unique identifier or a globally-unique identifier and an object locator;
5 searching for the object by the selected indicia;
6 downloading the object having the selected indicia;
7 analyzing the downloaded object to identify the selected indicia of the downloaded
8 object; and
9 capturing the object in persistent memory when the selected indicia is identified to
10 include a globally-unique identifier.
- 1 2. (Original) The method of claim 1 wherein the referencing of the object is
2 by an object name and the searching for the object is performed by object name.
- 1 3. (Original) The method of claim 2 further comprising attempting to find
2 the object when the object resident in a presentation device is referenced with a globally-
3 unique identifier.
- 1 4. (Original) The method of claim 3 further comprising downloading and
2 capturing the object when the attempt to find the resident object fails and the object is
3 referenced from a secure environment.

1 5. (Original) The method of claim 1 wherein the referencing of the object is
2 by a globally-unique identifier.

1 6. (Original) The method of claim 5 further comprising attempting to find
2 the object resident in the presentation device using a globally-unique identifier.

1 7. (Original) The method of claim 6 further comprising searching for the
2 resource inline in a resource group in a print file when the search for a resident globally-
3 unique identifier fails.

1 8. (Original) The method of claim 7 further comprising downloading and
2 capturing the object by the globally-unique identifier if the resource is found inline in a
3 resource group in the print file and the object is secure.

1 9. (Original) The method of claim 1 wherein the referencing of the object is
2 by a globally-unique identifier and an object locator.

1 10. (Original) The method of claim 9 further comprising attempting to find
2 the object resident in the presentation device using a globally-unique identifier.

1 11. (Original) The method of claim 10 further comprising searching for the
2 resource inline in a resource group in a print file when the search for a resident globally-
3 unique identifier fails.

1 12. (Original) The method of claim 11 further comprising downloading and
2 capturing the object by the globally-unique identifier if the resource is found inline in a
3 resource group in the print file and the object is secure.

1 13. (Original) The method of claim 11 further comprising looking for the
2 object in a resource library by object locator when the inline search is unsuccessful.

1 14. (Original) The method of claim 13 further comprising determining
2 whether the globally-unique identifier assigned to the object matches the globally-unique
3 identifier referenced.

1 15. (Original) The method of claim 14 further comprising downloading and
2 capturing the object by the globally-unique identifier if the globally-unique identifier
3 assigned to the object matches the globally-unique identifier referenced.

1 16. (Original) The method of claim 14 further comprising indicating an error
2 if the globally-unique identifier assigned to the object does not match the globally-unique
3 identifier referenced.

1 17. (Original) The method of claim 14 further comprising indicating an error
2 if the object does not contain a globally-unique identifier.

1 18. (Canceled)

1 19. (Withdrawn) A object data structure of a data stream for referencing and
2 identifying presentation objects, the object data structure including a globally-unique

3 identifier assigned to a presentation object, the globally-unique identifier providing integrity
4 to object identification.

1 20. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier assigned to the object allows the object to be securely referenced for re-use.

1 21. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier assigned to the object is platform-independent.

1 22. (Withdrawn) The data structure of claim 19 wherein the data stream is a
2 Mixed Object Document Content Architecture data stream.

1 23. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a date and time stamp.

1 24. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a checksum value.

1 25. (Withdrawn) The data structure of claim 19 wherein the globally-unique
2 identifier comprises a binary counter.

26. (Previously Presented) An article of manufacture comprising a program storage medium readable by a computer, the medium tangibly embodying one or more programs of instructions executable by the computer to perform a method for processing referenced objects, the method comprising:

- referencing an object by selected indicia, the selected indicia being a name, a globally-unique identifier or a globally-unique identifier and an object locator;
- searching for the object by the selected indicia;
- downloading the object having the selected indicia;
- analyzing the downloaded object to identify the selected indicia of the downloaded object; and
- capturing the object in persistent memory when the selected indicia is identified to include a globally-unique identifier.